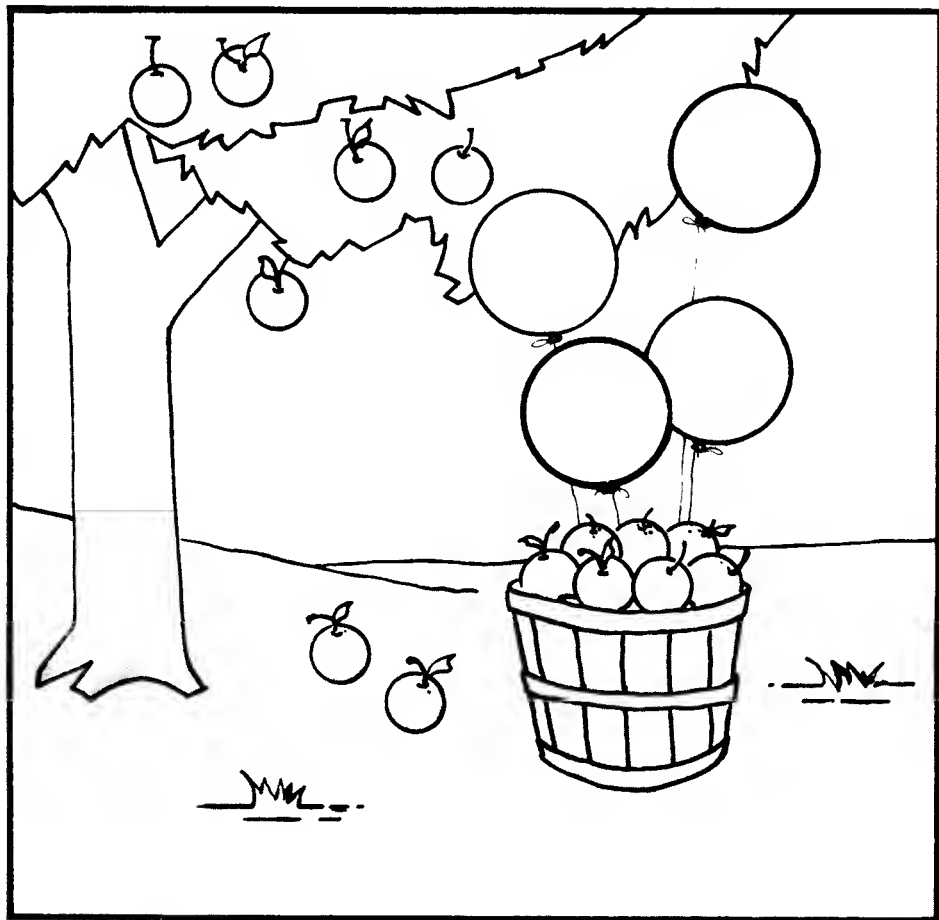


# microAddition





## Introduction

**microAddition** is a lively, colorful way to learn addition. **microAddition** teaches you the values of numbers, shows you how to add, quizzes you on the addition you have learned, and has a calculator that can help you correct your math homework.

**microAddition** has four options. Option one uses apples to show you the values of the numbers one through nine. Option two asks you to count the apples you see on the screen. Option three introduces you to single-digit addition with the help of colorful balloons. Option four gives you a quiz on single and double-digit addition with carrying and allows you to use the **microAddition** calculator to get answers to your addition problems or check your homework.

**Ages: 4-10**

## Required Hardware

**Tape Version:** Atari 4/8/1200 with 16K RAM, Atari BASIC Language Cartridge, Atari 410 Program Recorder.

**Disk Version:** Atari 8/1200 with 24K RAM, Atari BASIC Language Cartridge, Atari 810 Disk Drive.

## Making Back-up Copies

For your convenience, your **microAddition** program has not been copy protected. We suggest that you follow the instructions in your Atari reference manual to make a back-up copy of the program for your personal use.\*

## Directions

### Tape Version

1. Be sure your computer is turned OFF.
2. Insert the BASIC Language Cartridge into the computer's cartridge slot.
3. Insert the **microAddition** tape into the program recorder's cassette holder. Press REWIND on the recorder until the tape rewinds completely, then press STOP.
4. Turn on the computer and the TV or monitor.
5. Using the computer's keyboard type CLOAD, then press RETURN.
6. Press PLAY on the program recorder, then press RETURN on the computer's keyboard. Please wait 5 minutes for the program to load.

**\*Note:** Please remember that this program is copyrighted material. Making copies for any purpose other than your personal use is illegal and unethical. We at Hayden Software recognize that it is especially important to you to have a convenient and inexpensive means of obtaining back-up copies of software which will be handled by young children. We ask in return that you cooperate with the intention of this policy by making copies only for your family on the computer for which the program was purchased.

7. When the word **READY** appears on the screen, **STOP** the recorder. Type **RUN** on the keyboard and press **RETURN**.

### **Disk Version**

1. Be sure your computer is turned **OFF**.
2. Insert the **BASIC Language Cartridge** into the computer's cartridge slot.
3. Turn on the disk drive.
4. When the busy light on the disk drive goes out, open the drive door. Insert the **microAddition** disk with the label in the lower right-hand corner nearest you. Close the door.
5. Turn on the computer and your TV or monitor. The program will load and run automatically.

The title screen now appears. In a few moments, the menu showing your game options will be displayed on the screen. Choose an option by typing its corresponding number.

### **Game Options**

1. Apples
2. Numbers
3. Adding balloons
4. Adding numbers

## **1. Apples: Number Values**

To see number values, type “1” when the menu is displayed on your screen.

An apple tree and the message APPLES TO DROP? appear on the screen. Type in the number (from 1–9) of apples you want to see fall to the ground. One by one the apples drop, then are counted by numbers appearing above them.

After the fallen apples are correctly counted, the exercise is repeated. The apple tree and the message appear again. Choose any number you wish and that number of apples fall and are counted for you.

You are shown how many apples a number stands for. You can see for yourself whether 6 is more or fewer than 3.

When you wish to stop playing APPLES, just press the RETURN key. The menu appears on the screen and you may choose another option.

## **2. Numbers: Counting**

To practice counting, type “2” when the menu is displayed on your screen.

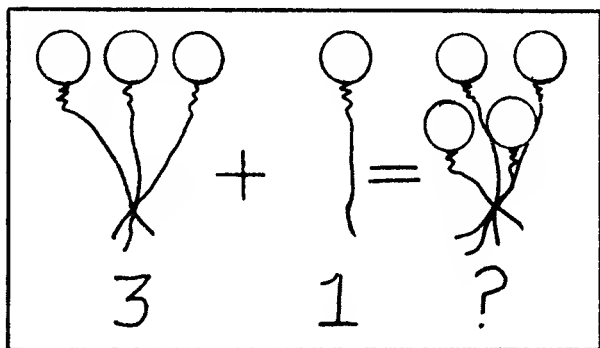
A number of apples drop to the ground, followed by the message NUMBER OF APPLES?. Count the apples and then type the number you think there are. If you are right, the apples are counted and a joyful melody plays! A wrong answer produces a sad tune, but you get two more chances. If you still don’t count the apples correctly, that’s okay; the computer shows you the right answer.

When you wish to stop playing NUMBERS, just press the RETURN key. The menu will appear on the screen and you may choose another option.

### 3. Adding Balloons

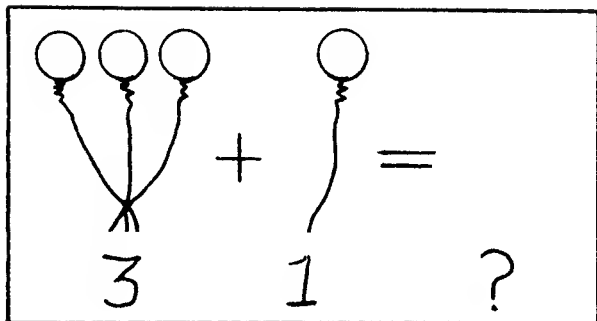
To see how to add, type “3” when the menu is displayed on your screen.

The message HELP WITH BALLOONS? appears on the screen, asking you if you wish to play with or without extra help. If you type “Y”,\* a problem like the following one is displayed on the screen. Note that the correct number of balloons appear in the answer.



If you type “N” in response to the message HELP WITH BALLOONS?, a problem like the following one is displayed on the screen. Note that no balloons appear in the answer.

**\*Note:** The (CAPS/LOWR) key must be in the up position when you type “Y” or “N”.



Whether you type “Y” or “N”, if you are correct a merry tune is played. An incorrect answer produces an unhappy tune, but you get two more chances. The correct sum is given if you still don’t get it.

When you wish to stop playing **ADDING BALLOONS**, just press the **RETURN** key. The menu appears on the screen and you may choose another option.

#### 4. **Adding Numbers**

To take an addition quiz or use the **microAddition** calculator, type “4” when the menu is displayed on your screen. The message **QUIZ OR CALCULATOR?** then appears.

#### **Quiz**

If you choose to take a quiz, type “Q” in response to the message **QUIZ OR CALCULATOR?\*** An addition problem and two baskets with an apple over each appear on the screen.

**\*Note:** The (CAPS/LOWR) key must be in the up position when you type “Q” or “C”.



The symbol “^” on your screen shows which digit you are to type in. If your answer has more than one digit, digits must be entered from right to left, beginning with the units’ digit.

For example:

$$\begin{array}{r} 24 \\ + 37 \\ \hline 1 \\ ^ \end{array} \rightarrow \begin{array}{r} 1 \\ 24 \\ + 37 \\ \hline 61 \\ ^ \end{array}$$

If you type a “6” first, the computer counts your answer as wrong.

When you answer a problem correctly, a joyful tune plays and an apple drops into the left basket. If you answer incorrectly, a sad tune plays, an apple drops into the right basket, and you are given the correct answer.

The computer tallies your right and wrong answers on the screen as you take the quiz. The problems get harder as you play.

When you are finished with the quiz, press the RETURN key. You are then given your final score. In a few seconds, the menu reappears.

## Calculator

If you decide to use the **microAddition** calculator, type “C” in response to the message QUIZ OR CALCULATOR?. Instructions appear at the bottom of the screen.

Enter a number with as many as 5 digits (any number from 0 through 99,999), and press the space bar. Then enter the number you wish to add to the first number you typed in; this number may also have as many as 5 digits. Press the space bar and in a few seconds the **microAddition** calculator will give you the correct sum.

Press the ESCAPE key to begin a new addition example. Use the **microAddition** calculator to check your homework!

When you are finished using the calculator, press the RETURN key to return to the menu.

### **Don't Forget**

Whenever you wish to return to the menu to try another option, press the RETURN key.

If your answer is 10 or more, you must enter the digits from right to left. If your answer is 16, type "6", then type "1". Actually, you work this way when you add using paper and pencil.

If you have the disk version of **microAddition**, make sure the red busy light on the disk drive is off before you remove the disk.

Now that you're a super adder, try the rest of the **microMath** series. In **microSubtraction**, birds teach you how to subtract. In **microMultiplication**, bunnies help you learn the times tables. In **microDivision**, fish show you how to divide. All of them are fun!



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